Rui Alves

Software Engineer

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Software development and architecture enthusiast. Passionate about teaching and learning new things. Keen on optimization, and on solving intricate and complex problems.

EXPERIENCE

Palantir Technologies   **London, United Kingdom**
Software Engineer   *Aug 2021 - Present*

- Working in the Backend Infrastructure team, building foundational software for Foundry, Apollo and Gotham.
- Responsibilities include leveraging Gradle to manage the Java Infrastructure across the fleet, developing and maintaining Java services that facilitate products' Security Scanning, and designing and administrating systems to maintain source code repositories' health and engineering quality.
- Java, Gradle, Groovy, Docker and Docker-Compose, Bash scripting, CI/CD (CircleCI and Palantir Apollo).

Fraunhofer Portugal   **Porto, Portugal**
DevOps and Software Engineering Intern   *Jun 2020 - Aug 2020*

- Designed and automated deployment architecture of the internal project and personnel management platform.
- Responsible for DevOps activities, such as configuring CI/CD, architecting services for multiple environments, orchestrating service containers and managing cloud testing, staging and deployment environments.
- Ruby on Rails, Nginx, MySQL, Docker and Docker-Compose, Jenkins.

Fractal   **Porto, Portugal**
Full-Stack Software Engineering Intern   *Jul 2019 - Sep 2019*

- Took part in the development of an OAuth platform (Log in with Fractal ID) with KYC/AML regulation.
- Responsible mostly for Backend development, configuring mailer services, improving test suites and DevOps tasks such as Docker and CI tools configuration. At the Frontend level, refactored several components.
- Ruby on Rails, ReactJS, Redux, Docker, CI tools configuration.

Fraunhofer Portugal   **Porto, Portugal**
Full-Stack Software Engineering Intern   *Jul 2018 - Sep 2018*

- Developed a web app video player component that allows video streaming, manipulation and live annotation.
- Responsible for investigating different implementation options, implementing a Backend API that supports video streaming and annotation and integrating it the aforementioned video component.
- Java Springboot, Jersey, Morphia, ReactJS, MobX and VideoJS.

EDUCATION

FEUP - Faculty of Engineering, University of Porto   **Porto, Portugal**
BSc and MSc Degree in Computer Engineering   *Aug 2016 - Jul 2021*
Final Grade / GPA: 19/20

PROJECTS

FishTank - Fish Market operations management App   *March 2020 - June 2020*
9 People

- Team Leader of a Scrum-like team in the development of a web app project to optimise portuguese fish market operations management, with real time activity communication and transaction data analysis. Developed for *SONAE MC* with a team featuring software engineers, multimedia designers and marketing personnel.
- The main difficulties were, on the technical side, ensuring real time data coherence among multiple parties and, on the management side, leading people with different backgrounds and expertise.
- Phoenix Elixir, PostgreSQL, ReactJS, Redux, Docker and Docker-compose, Heroku, Netlify.